



ADEPTICON 2013

WARHAMMER 40K TEAM TOURNAMENT

Last Update: 03.14.2013

Clarifications about Primary Detachments and Unique Wargear

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. The release of new codices and/or official FAQ documents in the months leading up to the event could require changes to the following rules. No fundamental rules changes will be made after 2/1/2013.

Please Note: There have been some significant changes to the AdeptiCon 2013 Warhammer 40K Team Tournament format in order to bring it into line with Warhammer 40K 6th Edition. Please take the time to read the entire document. If you have any questions regarding the format, legality of detachments/models or any other concerns - please [let us know!](#)

THE SPIRIT OF THE TEAM TOURNAMENT

For the past ten years, the Warhammer 40K Team Tournament has been the flagship event at AdeptiCon. Originally conceived as an alternative event to the standard Grand Tournaments of old, the team event was designed to be an all-inclusive, hobby competition that created a purposely different way to play the game with your friends. Over the years, the event has grown by leaps and bounds as teams continually raise the bar in terms of thematic approach, generalship, modeling expertise and team spirit – creating a unique and memorable experience for all.

In the Team Tournament, four players combine forces to compete against opposing teams in a day full of gaming and comradery. While all tournaments are competitive by nature, the Team Tournament encompasses much more than the tournament games played throughout the day. In many cases the day of the tournament is a culmination of months of planning, writing, building, converting and painting. The tournament format challenges and rewards generals, tacticians, hobbyists, fluff-bunnies and casual gamers alike. Additionally, the format enables players to visually realize the immense theme and flavor of the Warhammer 40,000 universe on the tabletop.

Over the years, the Team Tournament has grown to become perhaps the largest Warhammer 40K event in existence. With that honor also came sacrifices. The fast and furious nature of a single-day event simply did not allow most people to take in the sheer amount of effort, creativity and skill that was on display. AdeptiCon 2013 sees the Team Tournament returning to its roots by morphing back into a 2-day, 5-game event. This redesigned format will allow for longer games, more relaxed breaks, an earlier finish on Saturday and hopefully a more enjoyable experience for all involved. Additionally, it affords the opportunity to showcase the exceptional efforts of those Teams that truly go above and beyond the call of duty.

The Team Tournament Army Showcase will feature those Teams, as chosen by a panel of judges, who have created truly something spectacular and deserving of the spotlight. After the conclusion of tournament games on Saturday evening, these Teams will be setup for display in a special section of the Grand Ballroom so that all attendees of AdeptiCon 2013 can enjoy the very best this hobby has to offer.

FRIDAY NIGHT TEAM CHECK-IN

Teams will be able to check-in and receive table assignments and mission packets at the Warhammer 40K Judge's Table between 9:00PM and 11:00PM Friday evening. In order to register, a single representative for the Team must present the following:

- A single copy of each Team Member's detachment. Please include both the Team Member's name and Team Name on each list.
- Verification of convention registration. Teams that are fully preregistered (prior to the March 29th, 2013 cutoff) will be automatically verified and may skip this step. Teams that purchase their ticket or any number of Team Member badges on-site **MUST** produce an event ticket and all four Team Member badges for verification at check-in.

Please Note: Each Team must have their detachments, display base and any additional thematic elements set up at their assigned tables and ready for a judge by 7:00AM Saturday morning. Appearance and Theme Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM in order to answer questions regarding theme.

TERMINOLOGY

Team Member: An individual member of a Team and their 1000-point detachment.

Coalition: The Allied detachments of two Team Members. A Coalition is treated as a single entity comprised of two individual 1000-point detachments and follows the Coalitions rules below. Teams will form two Coalitions each game that will operate independently.

Team: The combined detachments of all four Team Members. A Team is treated as a single entity comprised of four individual 1000-point detachments. Teams will also be referred to as Imperial, Heretical, Xenos or Hybrid (see below).



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BASIC RULES

- Teams will consist of 4 Team Members. Each Team Member's detachment will consist of **1000 points** or less, using one of the charts in the Force Organization section below.
- Team Members **MUST** use the same detachment throughout the tournament.
- The following codices (print or iBooks version) are allowed in the Warhammer 40K Championships: Codex Black Templars (I), Codex Blood Angels (I), Codex Chaos Daemons (H), Codex Chaos Space Marines (H), Codex Dark Angels (I), Codex Dark Eldar (X), Codex Eldar (with Night Spinner) (X), Codex Grey Knights (I), Codex Imperial Guard (I), Codex Necrons (X), Codex Orks (X), Codex Sisters of Battle (White Dwarf #380/381) (I), Codex Space Marines (I), Codex Space Wolves (I), Codex Tau Empire (X), Codex Tyranids (X). [I = Imperial, H = Heretical, X = Xenos]
- New codices that are released after March 15th, 2013 will not be allowed in the Warhammer 40K Team Tournament.
- The Warhammer 40,000 6th Edition Rules, Death from the Skies Compendium (unit rules, wargear and army list entries only) and all relevant [Games Workshop Errata and FAQs](#) will be used.
- The [AdeptiCon 2013 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes.
- One Team Member from each Team may field a single Fortification per the Force Organization section below.
- Allied Detachments are **NOT** allowed. Team Members forming Coalitions are considered Allies and follow the rules and modifications presented below in the Team, Coalitions and Warlords section.
- Forge World/Imperial Armour units are allowed in the Warhammer 40K Team Tournament, however due to the scarce nature of these units; **each unit is considered unique (0-1) and may only be taken once per Team**. Units must follow the rules and restrictions as noted in the [AdeptiCon 2013 Allowable Imperial Armour & Apocalypse Units](#) rules. Units allowed in this event will have 'TT' noted in the Event column. In **ALL** cases, only the most current published rules for any particular Imperial Armour/Apocalypse unit will be allowed. Please consult the list above for reference on which publication contains the most current rules for each particular unit.
- Rules, units and wargear from any source besides the codices listed above are **NOT** allowed. This includes but is not limited to:
 - Forge World Imperial Armour and Horus Heresy army lists.
 - Super Heavies, Super Heavy Flyers and Gargantuan Creatures.
 - Apocalypse Formations and Strategic Assets.
- Per the [Warhammer 40K Rulebook v1.3 FAQ](#) (pg. 9): At the start of each game, prior to deployment, players may choose to select the psychic powers listed in their Codex as normal **OR** swap them for a number of rolls on the psychic disciplines tables per the Warhammer 40,000 rulebook (pg. 418). Unless a unit or character specifically states otherwise, you **MAY NOT** mix and match Codex and rulebook powers. Psychic powers purchased from a Codex must be clearly indicated on your army list.
- The following rules will be used in some or all of the Warhammer 40K Team Tournament missions: Night Fighting, Reserves, Heavy Metal, Fast Recon, The Relic, Mysterious Objectives and Mysterious Terrain. Each mission will denote how/when these rules come into play.
- Each 4-player Team **MUST** bring a total of FOUR (4) objective markers based on 40mm circular bases. These objective markers should be themed to match your Team.
- A separate printed army list is required for the judges and each of your opponents (minimum of 7 copies per Team Member).
- Each 2-player Coalition must have a Warhammer 40,000 rulebook and the codex (or codices) represented by the Coalition during each game and all materials needed to play a game and report the results, including dice, measuring devices, templates, a writing implement and rules for any Imperial Armour/Apocalypse Unit(s) your Coalition is fielding. These rules **MUST** be made available to your opponents at all times. You will **NOT** be allowed to field units that you cannot produce the most current set of rules for.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- All models must comply with the [AdeptiCon Model Policy](#) (WYSIWYG and painted to a 3-color minimum standard).
- The tournament will consist of five rounds of play. During each round, two Team Members will be paired together in a Coalition and they will play their own game. Thus, each team will be playing 2 separate games each round. The pairing of Team Members will be determined by the table assignments posted before every round.
- In order to keep the tournament running on schedule, a final 15 minute warning will be announced. Because of this, please be aware of the time left in the round and **DO NOT** start a new round you cannot finish. The game will end immediately after 3 hours have expired (regardless of Player Turn or current phase). At that point, the Team that took the second Player Turn may choose to extend the game by five (5) additional minutes in order to finish their current Player Turn or start one they were denied by the calling of dice down.
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2013 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the tournament or AdeptiCon itself with no refunds allowed.



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FORCE ORGANIZATION

Teams will consist of 4 Team Members. Each Team Member will be responsible for bringing a 1,000-point detachment chosen from a single Codex (no Allies), possibly supplemented with Imperial Armour units. Team Members may choose their detachments from the same codex. Each Team Member's detachment must fit within one of the Force Organization charts below and is considered a Primary Detachment for the purposes of army construction. Each Team Member **MUST** choose a different Force Organization chart.

Team Member #1	Team Member #2	Team Member #3	Team Member #4
<ul style="list-style-type: none"> 1 HQ 0-1 Elites 1-3 Troops 0-1 Fast 0-1 Heavy 0-1 Fortification 	<ul style="list-style-type: none"> 1 HQ 0-2 Elites 1-3 Troops 0-1 Fast 0-1 Heavy 0 Fortifications 	<ul style="list-style-type: none"> 1 HQ 0-1 Elites 1-3 Troops 0-2 Fast 0-1 Heavy 0 Fortifications 	<ul style="list-style-type: none"> 1 HQ 0-1 Elites 1-3 Troops 0-1 Fast 0-2 Heavy 0 Fortifications
No Allied Detachment	No Allied Detachment	No Allied Detachment	No Allied Detachment

Selected units that alter a Team Member's Force Organization selections **WILL** affect all other detachments on the Team from the same codex. For example, a Space Marines Master of the Forge allows all detachments using Codex Space Marines to take Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts as Heavy Support choices as well as Elites choices.

All instances of Special/Unique/Named Characters on a Team must be unique. For example: a Team cannot field Logan Grimnar twice. This also applies to upgrades to squads (e.g., Boss Snikrot, Sergeant Telion, the Changeling).

Unique items and wargear are only considered unique within each 1000-point detachment and may only be taken once by each Team Member. For example: Team Member #1 and Team Member #2 are both playing Chaos Daemons. Team Member #1 takes a Herald of Nurgle and chooses to swap an Exalted Daemonic Reward for a The Portalglyph, a unique Hellforged Artefact. Team Member #2 may take another Daemonic Herald and swap an Exalted Daemonic Reward for The Portalglyph if he/she so chooses.

All Team Members may field units from the [Adepticon 2013 Imperial Armour & Apocalypse Units](#) rules, however due to the scarce nature of these units; each unit is considered unique (0-1) and may only be taken once per Team. For example, Team Member #2 is playing Chaos Daemons and chooses to field a Plague Hulk of Nurgle as his Heavy Support choice. This is the **ONLY** Plague Hulk of Nurgle that may be included in the entire Team - other Team Members are free to field any other allowable Imperial Armour units.

Units from various sources that **DO NOT** take up a Force Organization slot may be taken in addition to units allowed by the Warhammer 40K Team Tournament Force Organization charts as long as the unit prerequisites are met (e.g., Dark Angel Techmarines, Dark Angel Command Squads, Space Marine Command Squads, The Emperor's Champion (see below)). This also includes multiple units bought in a single Force Organization slot (e.g., Chaos Daemon Heralds, Space Wolves HQ).

Any unit designated as a "required" choice (designated by a "1" or "1+" in the codex) becomes an "optional" choice for the Team Tournament (e.g., Emperor's Champion, Fire Warriors, etc.).

The Emperor's Champion may fulfill the mandatory HQ choice in a Team Member's detachment or he may be fielded as an additional HQ choice. No detachment may include more than 1 Emperor's Champion. If two Black Templar detachments form a Coalition during a game, and both field Emperor's Champions as their HQ choices, then the Coalition must choose **ONE** (and only one) vow that they have already purchased that will affect both Black Templar detachments during that particular game.

TEAMS, COALITIONS AND WARLORDS

Each team will be classified according to the overall composition of the Team. Your team type will play an important role in your Theme score (see Theme Scoring) and put your Team in the running for one of the 'Best Team' awards (see Awards). In order to qualify as an Imperial, Heretical or Xenos Team – all four Team Members must choose all their detachments from the same, appropriate list below:

Imperial	Heretical	Xenos	Hybrid
Grey Knights Imperial Guard Sister of Battle (WD) Space Marines Variant	Chaos Daemons Chaos Space Marines Imperial Guard (Traitor)	Dark Eldar Orks Eldar Tau Necrons Tyranids	Any mix of codices





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Coalitions: For the purposes of the AdeptiCon Warhammer 40K Team Tournament, Team Members forming a Coalition are considered Allies (pg. 112) per the Warhammer 40,000 rulebook with the following modifications:

- **Battle Brothers:** Codices denoted as Battle Brothers per the Allies Matrix chart (pg. 113) are considered Battle Brothers for the Warhammer 40K Team Tournament and follow all the relevant rules and restrictions per the rulebook.

Coalitions comprised of two detachments from the same codex are also considered Battle Brothers with the following clarifications:

- Wargear and Special Abilities will benefit/affect both detachments in a Coalition, but they will not affect detachments in the other Coalition on a different table. For example, Vulcan's special ability counting all Melta, Flamer, and Thunder Hammers, as master crafted would apply to any Coalition units purchased from Codex Space Marines. It would not apply to the other two detachments playing on a different table, or units purchased from any other codex.
- Wargear and Special Abilities that affect your Coalition's detachments **DO NOT** stack, unless specifically allowed by an army Codex or FAQ (e.g., a Coalition containing two Eldar Autarchs with the Master Strategist special rule can add +1 or +2 to Reserve rolls).
- Please be sure to reference the relevant [Games Workshop FAQ documents](#) for further clarification on how specific Wargear and Special Abilities are applied in Warhammer 40,000 6th Edition.
- **Allies of Convenience:** All other alliances are considered Allies of Convenience regardless of what the Allies Matrix indicates and follow all the relevant rules and restrictions for Allies of Convenience per the rulebook.

Warlords: Each Coalition will nominate a single Warlord per the Warhammer 40,000 rulebook (pg. 111) with the following modifications and clarifications:

- Your Coalition Warlord can be from either detachment, but is always the HQ choice character within that detachment with the highest Leadership. If several characters are tied for highest Leadership, you can choose among them as normal.
- A Coalition may use a Twist of Fate (see below) to re-roll their Warlord Trait roll. This roll must occur on the same table as the first roll and the Coalition must use the Warlord Trait generated by the re-roll – even if it generates the same result.
- Per the Warhammer 40,000 rulebook (pg. 112), Warlord Traits may only benefit Battle Brothers. Traits such as Conqueror of Cities, Master of Ambush, Strategic Genius, Princes of Deceit or Master of Deception only benefit your Coalition partner if their detachment is considered to be Battle Brothers as defined above.
- Victory Points gained through the Legendary Fighter trait will count towards achieving one of the two Primary Objectives, as defined in each specific mission.
- If your Coalition's Warlord is not on the table at the conclusion of a game (e.g., ongoing Reserves), that Warlord counts as being slain for the purposes of calculating Slay the Warlord.

SCORING

The maximum number of points each Team can score is 440, divided up as follows:

Category	Possible Points	% of Total
Primary Objectives	250 points	57%
Secondary Objectives	30 points	7%
Twist of Fate	20 points	4%
Team Tournament Quiz	20 points	4%

Category	Possible Points	% of Total
Sportsmanship Marks	Special	0%
Appearance	60 points	14%
Theme & Display Base	60 points	14%
Team Spirit	Special	0%

Primary Objectives (250 points): Each mission will have two Primary Objectives, one worth 15 points and another worth 10 points. It will be possible to draw or partial complete certain Primary Objectives.

Secondary Objectives (30 points): All missions will have three Secondary Objectives shared by both Coalitions: Slay the Warlord, First Blood and Linebreaker. Each Secondary Objective achieved scores your Coalition 1 point.

Twist of Fate (20 points): Each Coalition will receive two Twists of Fate per game. This ability may be used to re-roll any of the following rolls regardless of the original result: Warlord Traits, Mysterious Terrain, Mysterious Objectives, Outflank or Reserves. Standard re-roll rules apply (pg. 5) – second result counts and no single dice can be re-rolled more than once. Each unused Twist of Fate scores your Coalition 1 point. Certain missions may present alternative uses for Twists of Fate in the Mission Special Rules section.




Team Tournament Quiz (20 points): Knowing your enemy and the rules of the game are the key attributes a savvy tournament player possesses. Mastery of these fundamentals should come easy to the eventual Team Tournament Scholars. Questions for the quiz will be drawn from the Warhammer 40,000 rulebook and any game legal codex.



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Sportsmanship Marks (Special): Following each game, you will be required to evaluate the opposing Coalition's sportsmanship. Secretly choose one of the following marks:

 Positive	Fantastically Brilliant Game! Reserved for the truly special games. Your opponents went well beyond the call of duty, were incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of Team you would want in your local gaming club.
 Average	Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponents were relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game.

Judge's Marks: The Head Rules Judge may assign additional negative sportsmanship marks throughout the tournament. These marks are in addition to those you receive from your opponents and will count towards disqualification. Additionally, team's that negligently give out a large number of positive or negative sportsmanship scores will have their marks called into question by the judges and will be required to explain their marks. The judges reserve the right to nullify any sportsmanship marks that they deem were not awarded in the spirit of the system outlined above.

Disqualification: Teams that receive a total of 6 or more Negative Sportsmanship Marks will be disqualified from the event and will no longer be eligible to receive any awards.

Team Appearance (maximum of 60 points per Team): Each Team will be considered by a panel of appearance judges during the course of the Team Tournament. Teams will be judged as a single entity and awarded a ranking of 1 to 5 based on the overall appearance, unifying details and stylistic execution of the combined forces. Each rank a Team receives is worth 10 points. Judges may award discretionary points to account for extra effort in certain areas. Those Teams receiving Rank 5 (Showcase) honors will be invited to participate in the Team Tournament Army Showcase. The ranks are as follows:

1 (10-19 points)	Minimal: The MAJORITY of the Team is only painted to the minimum, three-color standard. The Team has little to no details, highlighting, basing details or conversions. Teams with ANY unpainted/unfinished models will not receive more than a minimal paint score.
2 (20-29 points)	Basic: The MAJORITY of the Team is painted slightly above the three-color standard. There is some evidence of unit and character details, highlighting, extra basing details and conversions. An honest effort with room for improvement.
3 (30-39 points)	Table Top: The MAJORITY of the Team is painted to an average standard. There is consistent evidence of unit and character details, basic highlighting, basing effects and conversions (as applicable). Encompasses a majority of the Teams in the tournament and demonstrates painting/modeling skills beyond the "basic techniques".
4 (40-49 points)	Skillful: The ENTIRE Team is painted/modeled to an above average standard. There is evidence throughout the entire Team of exceptional unit and character details, highlighting/blending, basing details and conversions or scratch-built models (as applicable). Represents very skillful work, only missing a few minor elements. Any one of the detachments comprising this Team could easily win "Best Painted" at a local tournament.
5 (50+ points)	Showcase: The ENTIRE Team is painted/modeled to a near-perfect standard. There is consistent evidence throughout the entire Team of masterful unit and character details, highlighting/blending, basing details and conversions or scratch-built models (as applicable). Represents truly masterful work. Teams receiving this rank are automatically invited to participate in the Team Tournament Army Showcase (see below).

Teams that contain significant portions of unpainted/incomplete models will be awarded 0 points and may have models removed from play in accordance with the [AdeptiCon Model Policy](#).

Team Tournament Army Showcase: The Team Tournament Army Showcase will feature those Teams, as chosen by a panel of judges, who have created truly something spectacular and deserving of the spotlight. After the conclusion of tournament games on Saturday evening, Teams receiving Rank 5 (Showcase) honors will be invited to setup for display in a special section of the Grand Ballroom where a panel of celebrity judges will assemble to award bonus points.

Teams participating in the Team Tournament Army Showcase will be eligible for up to 10 bonus points. While participation is not mandatory, Teams declining this invitation will receive the base 50 points for Rank 5 and be ineligible to receive any bonuses.



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Team Theme and Display Base (maximum of 60 points per Team): Each Team will be considered by a panel of theme judges during the course of the Team Tournament. Teams will be judged as a single entity and awarded a ranking of 1 to 5 based on the overall composition of the Team, discussions with the designated Team representative, supporting materials and the overall attention to unifying details of the combined forces. Team Theme is judged 'outside the game' and is not concerned with how your Team fights as a unified whole. Adversarial themes are encouraged, and should be supported with relevant background material (e.g., Ultramarines and Hive Fleet Behemoth Tyranids).

Each rank a Team receives is worth 10 points. Judges may award discretionary points to account for extra effort in certain areas. The ranks are as follows:

1
(10-19 points)

Minimal: The Team has a difficult to justify theme that is well beyond the limits of what is generally supported by the background of the Warhammer 40,000 universe. No discernible effort has been made to tie a **MAJORITY** of the Team together. No supporting documentation or additional thematic elements.

2
(20-29 points)

Minor: The Team has a theme, but it is not generally supported by the background of the Warhammer 40,000 universe. Theme is present in a **MAJORITY** of the Team's units and detachments (banners, campaign patches, story elements, etc.), but not throughout the entire Team. Minimal supporting documentation and additional thematic elements.

3
(30-39 points)

Major: The Team has a theme that is generally supported by the background of the Warhammer 40,000 universe. Theme is present in a **MAJORITY** of the Team's units and detachments (banners, campaign patches, story elements, etc.), but not throughout the entire Team. Minimal supporting documentation and additional thematic elements.

4
(40-49 points)

Exceptional: The Team has a theme that is recognizably supported by the background of the Warhammer 40,000 universe. The **ENTIRE** Team has been developed with an overall theme in mind. Theme is present in a **MAJORITY** of the Team's units and detachments (banners, campaign patches, story elements, etc.). Theme is backed with supporting documentation and has been partially expressed in elements like basing, display base, objective markers, etc.

5
(50+ points)

Showcase: The Team has a theme that is recognizably supported by the background of the Warhammer 40,000 universe. The **ENTIRE** Team has been developed with a definitive, overall theme in mind. Theme is present in **ALL** units and detachments (banners, campaign patches, story elements, etc.). Theme is backed with ample supporting documentation and has been fully expressed in elements like basing, display base, objective markers, etc.

Teams comprised of a true mix of armies that cross factional lines without any background to support their alliance; or those that lack any discernible Theme will be awarded 0 points. Example: Space Wolves fighting with Word Bearers, Necrons and Dark Eldar.

Team Display Base: A Team's Display Base is worth up to five (5) additional theme points. Teams that receive all 5 points are eligible to win the Best Team Display Base award. The Judge's will vote on eligible Team Displays to determine the winner.

Team Spirit (Special): Team Spirit is a measure of everything outside the scope of the tournament; including such things as costumes, team shirts, handouts, team songs, shot glasses, banners and a whole myriad of other fun stuff. Keep in mind that Team Spirit does not need to be married to the background and lore of the Warhammer 40,000 universe – get creative and fun with it!

Team Spirit **DOES NOT** count towards a Team's overall points total and is instead awarded independently. Team Spirit will also be used to break ties for a number of theme oriented awards. Each Team will be considered by a panel of appearance and theme judges during the course of the Team Tournament. The panel will vote for the top Team Spirit contenders in the tournament. Top Teams will then be called upon to briefly discuss the concepts, preparation and execution behind their Team Spirit. The panel will then deliberate and choose the winner.



128 Teams (512 players!!!) will clash across a multitude of battlefields at AdeptiCon 2013!



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AWARDS

- **AdeptiCon Warhammer 40K Team Tournament Champions:** Highest Overall Score. Total Objective Points for tie breaker.
- **Best Team Tacticians:** Highest total Objective Points. Primary Objective Points for tie breaker.
- **Best Team Theme and Presentation:** Highest combined Appearance and Theme Score. Team Spirit for tie breaker.
- **Best Team Sportsmen:** Team that receives the most net positive Sportsmanship marks. Total Objective Points for tie breaker.
- **Best Team Appearance:** Highest Appearance Score. Theme for tie breaker.
- **Best Team Display Base:** Judge's Discretion.
- **Best Team Spirit:** Highest Team Spirit Score. Team Theme for tie breaker.
- **Best Imperial Team:** Highest combined Appearance and Theme for an all Imperial team. Team Spirit for tie breaker.
- **Best Xenos Team:** Highest combined Appearance and Theme for an all Xenos team. Team Spirit for tie breaker.
- **Best Heretical Team:** Highest combined Appearance and Theme for an all Chaos team. Team Spirit for tie breaker.
- **Best Hybrid Team:** Highest combined Appearance and Theme for a Hybrid team. Team Spirit for tie breaker.
- **The Headhunters:** Most Slay the Warlord Secondary Objectives achieved. Total Objective Points for tie breaker.
- **The Opportunists:** Most First Blood Secondary Objectives achieved. Total Objective Points for tie breaker.
- **The Aggressors:** Most Linebreaker Secondary Objectives achieved. Total Objective Points for tie breaker
- **Team Tournament Scholars:** Highest Team Tournament Quiz score. Sudden Death round for tie breaker.

Teams may only win one award in total. Awards are listed in hierarchical order. Example: A Team that receives the highest Appearance score and achieves the most Slay the Warlord Secondary Objectives would win the Best Team Appearance award. The Headhunters award would then go to the Team with the second most Slay the Warlord Secondary Objectives achieved.

SCHEDULE

FRIDAY EVENING	
8:00PM – 10:00PM	Team Check-in and Table Assignments
SATURDAY	
7:00AM - 8:00AM	Team Check-in and Table Assignments*
7:00AM - 9:00AM	Appearance, Theme and Spirit Judging
8:45AM	Team Tournament Quiz
9:15AM - 12:15PM	Game #1
12:15PM - 1:15PM	Lunch / Appearance, Theme and Spirit Judging
1:15PM - 4:15PM	Game #2
4:15PM - 5:00PM	Break
5:00PM - 8:00PM	Game #3
8:30PM	Team Tournament Army Showcase Setup
9:00PM – 12:00AM	Judges' Consideration and Public Display
12:00AM	Conclusion of Team Tournament Army Showcase**
SUNDAY	
7:30AM – 8:30AM	Table Assignments
8:30AM – 11:30AM	Game #4
11:30AM – 12:30PM	Lunch
12:30PM – 3:30PM	Game #5
4:00PM	Awards

* Teams that checked in on Friday night must have their detachments, display base and any additional thematic elements set up at their assigned table and ready for a judge by 7:00AM Saturday morning. Appearance, Theme and Spirit Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM in order to answer questions regarding theme.

** All models and display elements must be retrieved at the conclusion of the Team Tournament Army Showcase.



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PRE-DEPLOYMENT ORDERS

Complete the following pre-deployment orders prior to deploying forces and beginning each game:

1. **Deployment Map:** Make note of the Deployment Map used in the mission.
2. **Table Halves:** Both Coalitions roll-off. The winner of the roll-off selects one of the table halves to be theirs – their opponents takes the opposite table half. If the mission uses the Relic, place the Relic counter prior to placing any terrain.
3. **Fortifications:** Starting with the Coalition who chose table halves, Coalitions alternate placing any fortifications wholly within the owning Coalition's table half and not within 4" of another fortification.
4. **Terrain:** Setup Terrain before each game using the method described below:
 - o The Coalition who chose table halves begins by choosing one terrain piece and deploying it anywhere in their table half. The terrain piece may straddle the center line of the table, but a **MAJORITY** of that terrain piece **MUST** be within the placing Coalition's table half. No terrain piece can be placed within 4" of another terrain piece, fortification or the board edge.
 - o Following the guidelines above, Coalitions then alternate placing terrain until all terrain pieces are on the table.
 - o All terrain pieces **MUST** be placed. If it becomes impossible to place one or more terrain pieces following the guidelines above, you and your opponents should adjust the already placed terrain in a mutually agreeable manner so that all terrain pieces can be placed on the table.
5. **Place Primary Objective Markers:** Starting with the Coalition who chose table halves, Coalitions alternate placing objective markers as described in the mission (*see Pre-deployment Addendum for each mission*). All objectives must be at ground level and no objective can be placed within 6" of any battlefield edge, within 12" of another objective marker or in/on impassible terrain, buildings or fortifications.
6. **Generate Pre-game Abilities:** Determine pre-game abilities such as Warlord Traits (pg. 111), Psychic Powers (pg. 418), Gifts of Mutation, Demonic Rewards and the like.
7. **Night Fighting:** Determine if the Night Fighting special rule is in effect during game turn 1 (pg. 124).
8. **Twists of Fate:** Declare any alternate uses for Twists of Fate as defined in some missions.
9. **Deploy Forces:** Roll-off to see which Coalition chooses whether to deploy first or second. The Coalition that goes first then places their entire army on the table in their deployment zone. Their opponents then deploy their entire army in the opposite deployment zone. Units cannot deploy in impassible terrain unless they are normally allowed to move over impassible terrain and can physically fit on it. Units can never deploy in lethal terrain.

Reserves: Excluding units that must begin the game in Reserves, Coalitions can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. The Coalition must clearly explain the organization of their Reserves to their opponents.

10. **Deploy Infiltrators and Redeploy Scouts:** When both Coalitions have deployed their main force, then they deploy their Infiltrators (pg. 38). Finally, they can redeploy units with the Scouts special rule (pg. 41).

For the purposes of deploying Infiltrators and redeploying Scouts, an enemy fortification is only considered to be an enemy unit if it is occupied at the time of the redeployment.

FIRST TURN

The Coalition who deployed their army first starts the first turn unless their opponents can Seize the Initiative (pg. 122).

Seize the Initiative (pg. 122): If a Coalition who is due to go second wishes to Seize the Initiative, they can roll a D6 before the beginning of the first turn. On a roll of a 6, they successfully seize the initiative and go first instead.

GAME LENGTH

Variable Game Length (pg. 122): At the end of Game Turn 5, one of the Coalitions must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of Game Turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of Game Turn 7.